

Centenary Celebrated Sharnbasveshwar Vidya Vardhaka Sangha's



**ಶರಣಬಸವ**  
**Sharnbasva**  
ಕಲಬುರಗಿ - ೫೮೫ ೧೦೩



**ನಿಶ್ಚಿನಿದ್ಯಾಲಯ**  
**University**  
Kalaburagi - 585 103



UGC Status : Letter Mp. F,8-29/2017 (VPP-I/PU), dated 20 Dec 2017. Enlisted by the University Grants Commission, New Delhi, in the list of Private University in India A Private University enacted by Govt. of Karnataka as "Sharnbasva University Act.2012" Karnataka Act No. 17of 2013, Notification No. ED 144 URC 2016 dated 29/07/2017

# SOUVENIR

## Jnanotsava-2026

TECHNO - CULTURAL FEST



*Aishwarya*  
*Rangarajan*  
*Live in Concert*

DATE  
**15 & 16** 9.00 am Onwards  
May 2026

Innovation | Knowledge | Excellence  
[www.suk.edu.in](http://www.suk.edu.in)

# OUR HERITAGE



**Lingaikya Poojya  
Dr. Sharnbaswappa Appaji**

8th Mahadasoha Peethadhipati, Sharnbasveshwar Samsthan  
Former President, Sharnbasveshwar Vidya Vardhak Sangha  
Founder Chancellor, Sharnbasva University, Kalaburagi



**Lingaikya Poojya  
Doddappa Appaji**

Founder President  
Sharnbasveshwar Vidya Vardhak Sangha



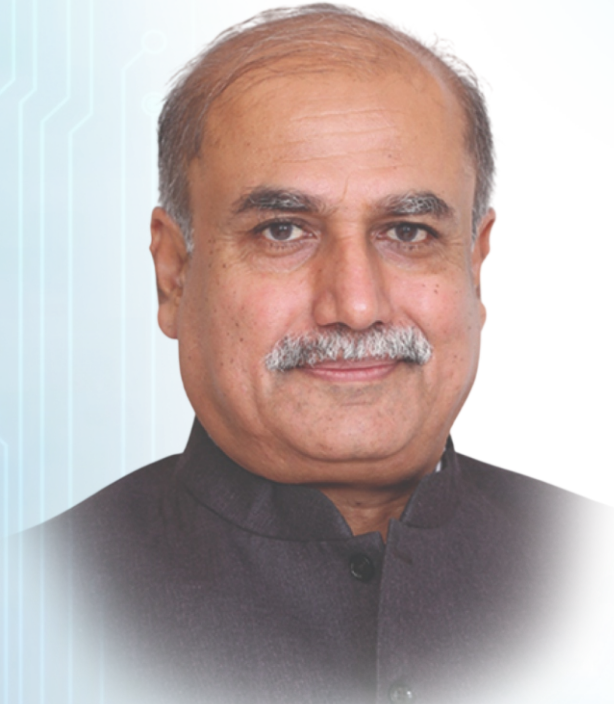
**Poojya Shri. Doddappa S. Appa**  
9th Mahadasoha Peethadhipati  
Sharnbasveshwar Samsthan, Kalaburagi

**Chief Patron**



**Pooja Matoshree Dr. Dakshayini S. Appa**  
President, Sharnbasveshwar Vidya Vardhak Sangha  
Hon'ble Chancellor, Sharnbasva University, Kalaburagi

**Patron**



**Shri. Basavaraj S. Deshmukh**  
Hon'ble Secretary  
Sharnbasveshwar Vidya Vardhaka Sangha, Kalaburagi

## Steering Committee



**Prof. Anilkumar G. Bidve**  
Hon'ble Vice-Chancellor, SUK



**Shri N. S. Devarkal**  
Director, SUK



**Dr. V.D. Mytri**  
Director, SUK

## Organizing Committee



**Dr. Lakshmi Patil**  
Registrar, SUK



**Dr. S.H Honnalli**  
Registrar (Evaluation) , SUK



**Dr. Shivkumar Jawaligi**  
Dean, SUK



**Dr. Kiran Maka**  
Finance Officer, SUK



**Dr. Sujata V. Mallapur**  
Dean (Research), SUK



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**Sharnbasva**  
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# Inanothsava-2026



TECHNO - CULTURAL FEST



## Technical Events

- Hackathon
- Prompt to App
- CAD War
- Robo Race
- Project Expo
- DiGi World
- Lens Race
- Byte the Problem
- Science Exhibition
- Poster Presentation
- Bug Hunt
- Tech- Quiz
- Debate

## Management Events

- Knowledge Quest
- Trade Quest (Stock Market Game)

## Cultural Events

- Standup Comedy
- Ramp Walk
- Dance, Singing
- Waste to Wear
- Painting, Rangoli
- Mehndi, Reels
- Social Awareness



### Chief Patron

**Poojya Matoshree Dr. Dakshayini S. Appa**  
President, Sharnbasveshwar Vidya Vardhak Sangha  
Hon'ble Chancellor, Sharnbasva University, Kalaburagi

### Patrons

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9th Mahadasoha Peethadhipati  
Sharnbasveshwar Samsthan, Kalaburagi

**Shri. Basavaraj S. Deshmukh**  
Hon'ble Secretary  
Sharnbasveshwar Vidya Vardhaka Sangha, Kalaburagi

**DATE**  
**15 & 16**  
May 2026

**9.00 am**  
Onwards

*Attractive*  
*Cash Prizes*  
for winners

Scan Here



<https://forms.gle/QtyEdY81WWQ8KAQU26>

For Registration & More Information

### Steering Committee

**Prof. Anilkumar G. Bidve**  
Hon'ble Vice-Chancellor, SUK

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Director, SUK

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Dean, SUK

**Dr. Kiran Maka**  
Finance Officer, SUK

**Dr. Sujata V. Mallapur**  
Dean (Research), SUK

### Faculty Co-ordinators

**Dr. Gajendran M** (9036251072)  
**Dr. Sridevi H** (9538626926)

**Dr. Swati K** (8050604096)  
**Dr. Pallavi Patil** (8123756049)

### Student Co-Ordinators

**Sangmesh Kalshetty** (6364501110)  
**Prithviraj** (8147084284)

**Sanjana R** (8296226858)  
**Nirmala** (7892163853)

## About University

Sharnbasva University, located in Kalaburagi, Karnataka, India, is a multidisciplinary private university established in 2017 with the objective of providing quality higher education, promoting research, and contributing to societal development. The university is recognized by the University Grants Commission (UGC), the statutory body responsible for maintaining standards of higher education in India.

The establishment of Sharnbasva University marked a significant milestone in the educational development of the Kalyana-Karnataka region, which historically required expanded access to higher education and advanced research facilities. The university aims to create a vibrant academic ecosystem where students can acquire knowledge, develop professional competencies, and cultivate ethical and social values.

With its strong commitment to academic excellence, innovation, and community engagement, Sharnbasva University strives to prepare students to meet global challenges while contributing positively to society.



## About Jnanotsava 2026

Jnanotsava 2026, Techno-Cultural Fest of Sharnbasva University, is a vibrant celebration of knowledge, innovation, and creativity, scheduled to be held on 15th and 16th May 2026.

The fest brings together students from various institutions, offering a dynamic platform to showcase talent, exchange ideas, and engage in meaningful competition. With a thoughtfully curated schedule, Jnanotsava features a diverse range of technical, management, and cultural events.

The technical segment includes flagship events such as hackathons, coding competitions, project exhibitions, and technical quizzes, designed to enhance analytical thinking and problem-solving skills. Management events like business quizzes and stock market simulations foster strategic thinking and decision-making abilities.

Complementing these are a variety of cultural events including art, music, dance, fashion, and creative performances, providing participants an opportunity to express their artistic talents and celebrate cultural diversity.

More than just a fest, Jnanotsava serves as a platform for innovation, collaboration, and experiential learning. It encourages students to think beyond academics, develop practical skills, and build confidence while interacting with peers from diverse backgrounds.

### Join Us

Be a part of Jnanotsava 2026 and experience an inspiring blend of technology, culture, and creativity—where ideas come alive and talents shine.

# Hackathon - Enlighten Code 3.0

Organizer :

**Department of Electrical & Electronics Engineering**



## ABOUT

A 12-hour hackathon where teams build original solutions during the event. Projects are judged on novelty, clarity, feasibility, practicability, and scalability. Join this exciting event that brings together passionate students to create innovative solutions to real-world problems within a limited time.

## Key Rules and Regulations:

- Team size: 4 - 6 members. All team members have to be from the same institution. A team cannot comprise members from various institutions.
  - Transportation: Has to be self-arranged.
  - Identity proof is required for verification.
  - Teams are responsible for their resources (hardware and datasets).
  - In-person attendance is mandatory.
  - Project work should be done only during the hackathon; no pre-event development. Such teams will be disqualified for rule violations.
  - Plagiarism is not allowed. Participants copy-pasting code from other repos will be disqualified.
  - Participants will receive a certificate of recognition.
  - Teams cannot change their domain after they have registered.
  - Evaluation criteria: Idea novelty, complexity, clarity, feasibility, practicability and scalability.
  - Organizers reserve the right to modify contest dates and rules, which will be communicated through the hackathon website.
- Problem statement's
- Fullstack
- Municipal Complaint Management System
  - Community Economic Development Platform
  - Institute Resource Sharing Platform
  - Digital Queue and Appointment Management System
- Frontend
- Civic Issue Reporting UI
  - Food Donation Listing Interface
  - Mental Health Check-in Dashboard
- Artificial intelligence
- AI-Powered Personalized Trip Planning and Scheduling System
  - AI-Based Legal Assistance and Rights Awareness System
  - AI-Based Academic Planning and Task Prioritization System for Students

### Faculty Coordinators:

**Mr. Satishkumar Patil**  
9986159506

**Mrs. Soumya G**  
7019964634

### Student Coordinators:

**Varun** - 9019496019

**Mahesh** - 9019797103

**Yogita** - 9742423710

**Date:** 15/05/2026

**Time:** 08:00 AM-08:00 PM

**Venue:**

University Central library

# Byte the Problem

Organizer :

**Department of Computer Science & Engineering  
(Exclusively for Women)**

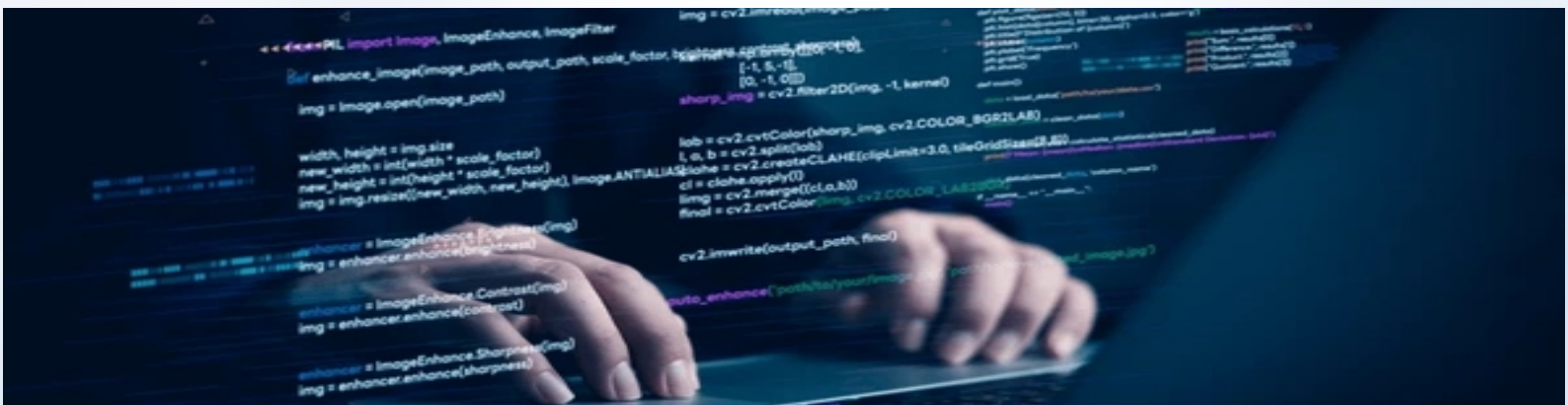


## ABOUT

This coding event is designed to test participants' programming skills, logical thinking, and problem-solving abilities. Participants will solve a set of challenges within a given time, showcasing their efficiency, accuracy, and coding expertise.

## Key Rules and Regulations:

- Contestants have to choose any two problems from given set of problem statements to solve
- Student can bring their own laptop for the coding event
- Participants can take part individually or in team (maximum 2)
- The contest will be having only one round. The round continues for 2 hours, unless the information about the contest states other duration time
- Individuals or teams of up to two people will be allowed to compete. Contestants in the same team can discuss the problems they are assigned. If any plagiarism is found in the code of the participant, he/she will be disqualified immediately.
- Problems can be solved in any programming languages.
- Judges decision will be final.



### Faculty Coordinators:

**Mrs. Chethana.S.Patil**  
8762876411

**Ms. Roshni A. Sevlani**  
8660469036

### Student Coordinators:

**Kadambini** - 7338206489

**Bhargavi** - 9148261249

**Date:** 15/05/2026

**Time:** 08:00 AM-08:00 PM

**Venue:** 2nd floor ,CSE Lab  
Dept of CSE, Faculty of Engineering  
& Technology (Exclusively for Women)

# Robo Race

Organizer :  
**Department of Mechanical Engineering**



## ABOUT

Robo Race involves manually controlled or autonomous robots competing to complete a track in the shortest time. The track may include hurdles like sharp turns, ramps, zig-zag paths, and uneven surfaces.

## Key Rules and Regulations:

- The BOT should be wireless only.
- The machine must be controlled manually.
- The maximum dimension of the bot should be 300mm x 300mm x 300mm (LxB x H), failing which the team will be disqualified from the competition.
- The total weight of the bot should not exceed 5 kg.
- The bot may be made from Lego parts, or any assembly kits, and it must be powered by electrical only.
- The use power of IC engine is not allowed or Remote controlled cars not allowed.
- The power source (Battery) connected to the robot should not exceed o 12 V, participants should carry extra batteries with them.
- Participants beware that the event may get delayed and lead to disqualification if the bot is not ready when it is your turn.
- There will be only one start and one finish line as per shown below in figure. The track surface and course line may have unevenness.
- There will be certain obstacles in the racetrack, which will try to slow down the robot.



### Faculty Coordinators:

**Prof. Sushil Kumar Bijapure**  
9036953183

### Student Coordinators:

**Sangamesh**  
6364501110

**Date:** 15/05/2026

**Time:** 10:00 AM-11:30 PM

### Venue:

Seminar Hall, Mechanical  
Engineering Department (Co-Ed)

# DiGi World

Organizer :  
**Department of BCA (Exclusively for Women)**

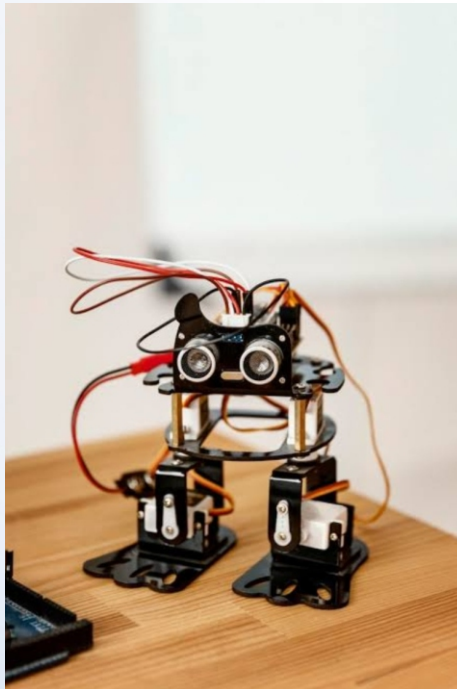


## ABOUT

DiGi World is a technology-focused event; all activities must align with digital or IOT-related themes. Participants can register individually or in teams, as specified for each event. All participants are expected to uphold the spirit of innovation and teamwork throughout the DiGi World Event to showcase and discuss advancements in AI, cybersecurity, fintech, edtech, IoT, and digital governance. It serves as a platform for learning, networking, and exploring how digital technologies are transforming businesses and society.

## Key Rules and Regulations:

- Participants should bring their own devices (if required).
- Internet Usage will be allowed.
- The model must be innovative and student-built.
- Models can belong to domains such as IoT, AI/ML, Robotics, Smart systems.



**Faculty Coordinators:**

**Prof. Shantala P**  
7624972278

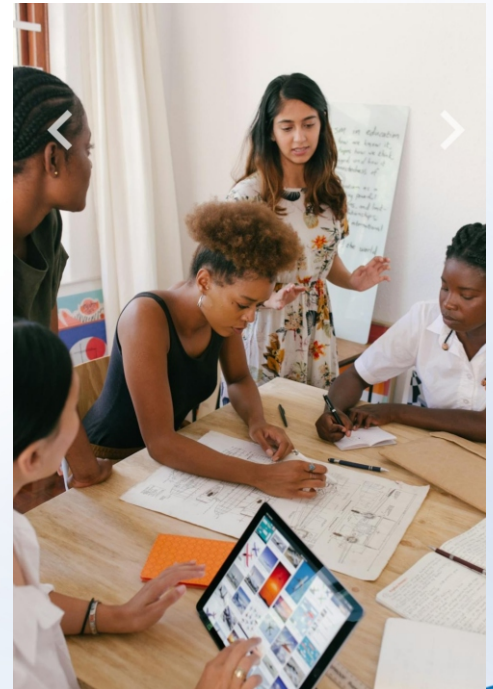
**Prof. Suman**  
9986337400



**Student Coordinators:**

**Niharika**  
9611954528

**Deepika**  
7996345707



**Date:** 15/05/2026

**Time:** 10:00 AM-11:30 PM

**Venue:**

3rd floor, Seminar Hall, BCA  
(Exclusively for Women)

# *Lens Race* (Photography)

Organizer :  
**Department of Energy Engineering**



## ABOUT

Lens Race is a time-bound photography competition where participants must capture images based on given themes or tasks. The goal is to showcase creativity, storytelling, and technical skills through the lens.

## Key Rules and Regulations:

### Competition Format

- This is a time-bound photography challenge ("Lens Race")
- Themes will be announced 1 day prior to the event
- Only photos taken during the competition window are valid.

### Location Constraint

- Photography must be done strictly within the university campus
- Participants are responsible for adhering to campus rules and restricted areas

### Submission Rules

- Each participant can submit maximum 2 photographs
- Submission must include:
  - Photo (JPG/PNG format)
  - Title of the photograph
  - File naming format: Student Name\_USN.jpg

### Originality & Ethics

- All submissions must be original work of the participant.
- Plagiarism or use of previously captured images will lead to disqualification
- Participants must not violate privacy or ethical standards while capturing images

### Editing Guidelines

- Basic editing is allowed:
- Brightness, contrast, cropping, color correction

### Not allowed:

- Heavy manipulation
- Adding/removing elements
- AI-generated or composite images

### Device Usage

- Participants may use:
  - Mobile phones
  - Digital cameras / DSLRs
- No restriction on device, but quality will be judged equally

### Submission Deadline

- Entries must be submitted within the stipulated time
- Late submissions will not be accepted under any circumstances

### Rights & Usage

- The organizers reserve the right to:
  - Use submitted photographs for academic, promotional, and exhibition purposes
  - Display entries with due credit to the participant
- Decision Authority: The decision of the judging panel will be final and binding.

### Faculty Coordinators:

**Prof Vikas Ankal**  
9986454100

### Student Coordinators:

**Mr. Ayan** 9611343412  
**Shrushti K** 9880430619  
**Anand** 8073647178  
**Keerthi** 9100938874

**Date:** 15/05/2026

**Time:** 10:00 AM-11:30 AM

### • Venue:

Department of Energy  
Engineering

# Science Exhibition

Organizer :

**Department of Mathematics & Botany**  
**Faculty of Science and Technology**



## ABOUT

A Science Exhibition is an interactive academic event where students present innovative ideas through working models, experiments, and research-based projects. It serves as a platform to transform theoretical knowledge into practical applications, allowing participants to demonstrate how science can be used to solve real-world problems.

## Key Rules and Regulations:

### Themes and Categories

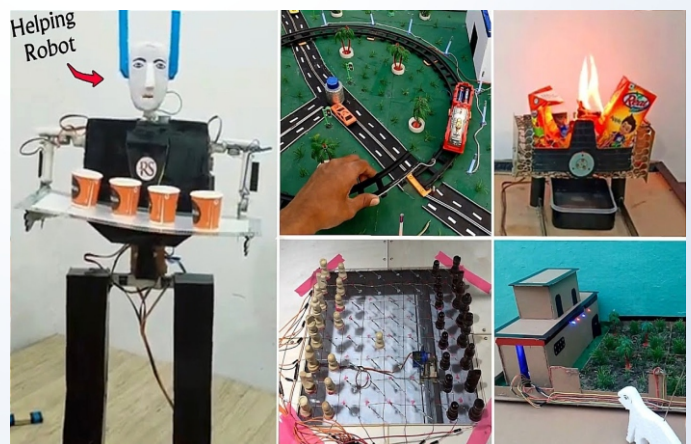
- Projects should be based on approved themes such as:
  - Science & Innovation.
  - Engineering Models.
  - Environmental Sustainability.
  - Mathematical Modelling.
  - Artificial Intelligence & Data Science.
  - Present Global Challenges

### Project Submission Rules

- Each team must submit:
  - Abstract (250–300 words)
  - Project title and category
  - Team details with team leader name
- Selected projects will be notified before the exhibition date.
- Projects must be original work; plagiarism is strictly prohibited.

### Setup and Display

- Participants must set up their exhibits within the allotted time.
- Required materials (charts, models, laptops, etc.) must be brought by participants.
- Electricity requirements must be informed in advance.
- Posters/Displays should be neat, readable, and scientifically accurate.



### Faculty Coordinators:

**Dr Vishwas V.R.M**

7349018211

**Prof. Renuka Hiremath**

7619325384

### Student Coordinators:

**Sharanprasad** - 9538954543

**Pavitra** - 6360164597

**Bhagyashree G** - 8431742715

**Shwetha** - 9686852942

**Date:** 15/05/2026

**Time:** 11:00 AM-12:30 PM

• **Venue:**

2nd Floor, Dept. of Mathematics,  
Faculty of Science and Technology

# Prompt Jo App

(AI-Based Application  
Development Challenge)

Organizer :  
**Department of Computer Science &  
Engineering (Co-Ed)**



## ABOUT

Prompt to App is an innovative technical event where participants transform simple ideas or prompts into fully functional applications. The event encourages creativity, problem-solving, and hands-on development skills using modern tools and technologies. Participants will design, build, and present their applications within a limited time, showcasing both technical expertise and innovation. It serves as a great platform for students to enhance their coding abilities and bring their ideas to life.

## Key Rules and Regulations:

- Develop an application using AI tools.
- Use of tools like ChatGPT, Copilot, Gemini is mandatory.
- Clearly mention all AI tools used.
- Application must be original.
- Presentation includes demo (2–3 mins) and explanation (2–3 mins).
- Plagiarism leads to disqualification. 7. Judges' decision is final.
- Total Duration: 2 to 3 Hours



### Faculty Coordinators

**Prof. Siddaling**

9916575250

**Prof. Sudha**

8105448143

### Student Coordinators

**Aditya** 9307698460

**Omkar** 9380473500

**Madhura** 9663926444

**Mahantesh** 9110471767

**Madura** 9663926444

**Nikita** 9034850991

**Mansi** 8431256750

**Date:** 15/05/2026

**Time:** 11:30 AM - 01:00 PM

•  
**Venue:**  
CISCO Lab

# CAD War

Organizer :  
**Department of Civil Engineering**



## ABOUT

CAD War is a competitive design event where participants showcase their skills in Computer-Aided Design (CAD) by creating accurate and innovative 2D/3D models within a limited time. It tests technical knowledge, creativity, and speed in using CAD software tools

## Key Rules and Regulations:

- Participants must create a detailed Residential Building plan and Elevation using AutoCAD for a 40 ft × 60 ft plot, strictly following government building setback rules and standard planning guidelines.
- Essential Planning Components AutoCAD file should be organized into layers for a professional look. Ensure the following are included: Dimensional Accuracy: All rooms must have clear dimensions, Standard Room Sizes & Opening Schedule.
- ⌚ **Time Limit** Total Time: 2.5 hours (customize as per event plan)



### Faculty Coordinators

**Prof. Prabhakar**

8792087775

**Prof. Poonamrani**

9405912582

### Student Coordinators

**Arunkumar** - 8374399240

**Karnkumar** - 7259910723

**Sanjana** - 9606497779

**Date:** 15/05/2026

**Time:** 11:30 AM - 01:00 PM

• **Venue:**

Department of  
Civil Engineering (Co-ed)

# Poster Presentation

Organizer :  
**Faculty of Computer Applications**



## ABOUT

Poster Presentation is a technical event where participants visually present their ideas, research, or concepts using well-designed posters. It combines creativity with technical knowledge, allowing students to communicate complex information in a clear and engaging format.

## Key Rules and Regulations:

- Title: - Title of Poster should be clear and concise and should provide quick summary topic ("make it informative result oriented)
- Abstract: - Summarized entire project intro, method, results, and discussion. Abstract should be typically (250-300 words) appearing on top left of poster. (Do not include tables, figures, or excessive acronyms)
- Objective: - Clearly state the objective of your work (list of objectives may vary from 2-4)
- What problem you are trying to solve
- What are the goals of your research
- Dimension: - 60\*40(Landscape/ Portrait)
- Visuals: - Poster should be handmade (Digital images printout images are not allowed)
- Avoid excessively detailed content (Student built)
- Layout: - Use bold titles, bullet points.
- Methods: - This section should be clear and concise, should include enough detail for audience.
- Interaction: - Be prepared to give a 5-8 minutes simplified walkthrough of your poster
- Result: - Present your findings in clear and concise manner and use visual aide to help convey your results.
- Conclusion: - Summarised key findings and the overall significance of poster / your work.

### Faculty Coordinators

**Prof. Akshata**

9108554996

**Prof. Jagadish**

8867932361

### Student Coordinators

**Nachiket** 8217204054

**Alok** 6364181182

**Nandini** 9108758996

**Smita** 9036650014

**Date:** 15/05/2026

**Time:** 02:00 PM-04:00 PM

•  
**Venue:**

1st Floor, Seminar Hall, Faculty  
of Computer Applications

# Tech Quiz

Organizer :

**Department of Artificial Intelligence  
and Machine Learning**

## ABOUT

Tech Quiz is an interactive and knowledge-based competition designed to test participants' technical awareness, problem-solving ability, and understanding of current and emerging technologies. The event includes questions from various domains such as computer science, engineering, programming, general technology, inventions, current trends, and aptitude. The objective of the event is to enhance technical knowledge, analytical thinking, teamwork, and competitive spirit among students



## Key Rules and Regulations:

### The basic rule of the competition:

- Only team entries are allowed, and team shall consist of two persons.
- The decision of the quiz-master will be final and will not be subjected to any change.
- The participants shall not be allowed to use mobile or other electronic instruments during the quiz time.
- The questions shall be in the form of multiple choice, true/false statement.
- Audience/Supporters shall not give any hints or clues to the competitors.
- Replacement of any participant of a team is not allowed after registration.

### Preliminary round:

- Each team will be given a set of question paper containing 25 multiple choice objective type questions. The following rules will be application for the preliminary round.
- Time limit: 25 minutes. Each question will carry 2 mark.
- Only top 6 teams will be selected for final or stage rounds.
- In case of tie between 2 or more teams, further 5 questions will be asked for final selection. (This step will be continued till the selection of 6 teams.)
- The selected teams shall have to appear for the final round. Final quiz/stage round:

### There will be two rounds in the quiz competition,

- Preliminary round or elimination round.
- Final round or stage round.

### The final round will be comprised of following rounds:

- Round 1: General Round
- Round 2: Buzzer Round
- Round 3: Recent Trends
- Round 4: Audio/visual round.
- Round 5: Rapid fire round.

### The following rules will be application for the final round,

- 10 marks will be awarded for correct answer.
- Response time for each question is 30 seconds.
- There is not pass option.
- Team discussion is allowed.
- In the rapid-fire round, each team will be asked 3 question one after another. 10 marks will be awarded for the correct answer and 5 marks will be deducted for each wrong answer.

### Faculty Coordinators

**Prof. Supriya B**

9845897579

**Prof. Anushka k**

9342111674

### Student Coordinators

**Ambika**

9731369289

**Ranjeeta**

8217535365

**Date:** 15/05/2026

**Time:** 03:00 PM-05:00 PM

•  
**Venue:**

2nd Floor, Seminar Hall,  
Dept of AI&ML

# Debate

Organizer :

**Department of Physics & Zoology**  
**Faculty of Science and Technology**



## ABOUT

Debate is an intellectual and interactive event where participants present and defend their viewpoints on a given topic. It focuses on critical thinking, communication skills, and the ability to argue logically and confidently.

## Key Rules and Regulations:

### General guidelines:

- The competition is open for all departments of the university and outsiders.
- The debate will follow a formal structured format (e.g., Parliamentary/ Turn-based).
- Each team will represent either For (Proposition) or Against (opposition) the given topic.
- Each department can nominate one team consisting of 2-3 participants.
- Teams must register before the deadline set by the organizing committee.

### Technical Rules:

- Format: For or against on given topic.
- Time: 4-5 min Speaking + 1-2 min rebuttal or cross questioning, Exceeding time may result in penalty marks.
- Language: English
- Judging: Content, Clarity, Confidence, Argument strength, Rebuttal skills, Time management, Team Coordination
- No interruptions: Maintain discipline and respectful language.
- Judge's decision is final.
- Report 30 minutes before event.

Topics: 1. "Biological warfare is the greatest threat to human health."

2. "AI makes education more accessible and inclusive."



### Faculty Coordinators

**Dr. Pooja Mallinath**

8904918883

**Prof. Sanjana R Hatti**

9449033677

### Student Coordinators

**Afifa Naaz**

8088384586

**Nirmala**

7892163853

**Date:** 15/05/2026

**Time:** 03:00 PM-05:00 PM

•  
**Venue:**

1st Floor, Room1, MSc Physics  
S B College of Science

# Bug Hunt (Decoding)

Organizer :  
**Department of Artificial Intelligence  
& Data Science**



## ABOUT

Bug Hunt is a technical coding event where participants identify, analyze, and fix errors (bugs) in given programs within a specified time. The event tests participants' programming knowledge, debugging skills, logical thinking, and problem-solving ability. The objective of the event is to enhance coding efficiency, analytical skills, and understanding of programming concepts through error detection and correction.

## Key Rules and Regulations:

### TECHNICAL RULES:

- Contestants will be given with a pair of bugged code.
- Students will be provided with systems for coding, no internet access will be provided.
- The contest consists of single round of 2 hours.
- Problems must be solved in Python programming language.
- Judge's decision will be final.
- Mobile phones or any smart devices are not permitted, if spotted the following contestant or team will be disqualified immediately.

### EVAUATION CRITERIA:

- Correctness of the output
- Time taken to complete the task



**Faculty Coordinators**  
**Prof. Mahalaxmi S**  
7022899309

**Student Coordinators**  
**Adiba Kousar**  
87924 94718  
**Prasheek D Survase**  
76761 79256

**Date:** 16/05/2026  
**Time:** 11:30 AM- 01:00 PM

**Venue:**  
1st Floor, Lab -2 Dept of  
Artificial Intelligence & Data Science

# *Project Expo*

(Techno spectrum)

Organizer :  
**Electronics and Communication Engineering,**



## ABOUT

Project Expo is an innovative event where students present their projects to demonstrate practical applications of engineering and technology. It provides a platform to showcase creativity, technical skills, and problem-solving abilities.

## Key Rules and Regulations:

- Registration should be done before the deadline
- Teams can be individual or maximum of 4 members.
- Participants should carry Id card of their institution.
- Participants can use charts, poster or digital presentations.
- Students are informed to bring NO OBJECTION Certificate from Principal /HOD to participate in technical project exhibition.



### Faculty Coordinators

**Prof. Vishalakshi Patil**

7760546999

**Prof. Harshvardhan Reddy**

9844444337

### Student Coordinators

**Aishwarya S K**

6360258532

**Veeresh Hiremath**

9606855020

**Date:** 16/05/2026

**Time:** 10:00 AM- 01:00 PM

**Venue:**

1st Floor Electronics and Communication Engineering, Faculty of Engineering and Technology (Exclusively for Women)

# Knowledge Quest

(Techno spectrum)

Organizer :

**Department of BBA**  
**Faculty of Business Studies**

## ABOUT

A knowledge quiz competition is an engaging intellectual activity designed to test participants' recall, critical thinking, and breadth of information across various topics. These competitions, often structured with multiple-choice, rapid-fire, or audio-visual rounds, aim to stimulate curiosity and foster a spirit of healthy competition. It encourages individuals to stay informed about the world around them while stimulating curiosity and a love for learning. These competitions can be held in various formats, such as team-based games or individual challenges. Participants often prepare by reading books, following news, and practicing with trivia databases. Beyond just facts, a quiz competition helps develop critical thinking and quick recall skills. It also promotes team spirit and collaboration when played in groups.

## Key Rules and Regulations:

### General Rules:

- Team Structure: Generally, 2 members per team are allowed, representing a specific institution.
- Eligibility: Participants must be from the same institution/College
- Decorum & Integrity: Teams must maintain discipline; any form of cheating, such as using mobile phones, smartwatches, or searching for answers online, results in immediate disqualification.
- Identification: Carrying a valid ID card (Institutional or Government) is typically mandatory for verification.
- Passing & Marking: In some formats, un attempted questions can be passed to the next team. Negative marking may apply for incorrect answers or passed questions, while some rounds may not allow passing.
- Tie-Breakers: If scores are tied, specialized rounds (like a rapid fire) are used to determine the winner.

### Competition Format & Rounds:

- Preliminary Round: Often a written test featuring 15–30 multiple-choice questions (MCQs) to filter out the top 6–8 teams.
- Main/Final Rounds: These are held on stage and may include:
  - Direct Question Round: Specific questions for each team with a fixed time limit (e.g., 30–60 seconds).
  - Audio / Visual Round: Identifying Logos, CEOs, or Products from images. Identifying brands from advertisements or famous corporate slogans.
  - Buzzer Round: Speed-based round where the first team to hit the buzzer gets to answer.
  - Rapid Fire: A final, high-speed round where a team answers as many questions as possible within a short window (e.g., 60 seconds).

### Scoring & Conduct:

- Points System: Standard scoring is +10 for a correct answer. Negative marking of -5 for wrong answers.
- Passing Rules: If a team cannot answer, they may "pass" the question. In some formats, the next team can answer for half points.
- Electronics: The use of mobile phones, laptops, or smartwatches is strictly forbidden and results in immediate disqualification.
- Final Authority: The Quizmaster's decision is absolute and cannot be contested.

### Faculty Coordinators

**Prof. Nandini Police Patil**

84310829932

**Prof. Lakshmi Angadi**

81478362063.

**Prof. Parikshit S N** : 9901099940

### Student Coordinators

**Krishnaveni**

9535423264

**Bhumika Rangdal**

9480621880

**Date:** 16/05/2026

**Time:** 10:00 AM- 12:00 NOON



**Venue:**

BBA Department (Co-Ed.)

# TradeQuest

[ Stock Market Game ]  
Adventure of Trading.

Organizer :  
**Department of MBA**  
**Faculty of Business Studies**



## ABOUT

Trade Quest – The Adventure of Trading is an immersive stock market simulation game designed to provide participants with a dynamic, real-time trading experience in a risk-free environment. By blending learning with excitement, the game enables players to buy and sell stocks using virtual currency, analyze market trends, and make strategic investment decisions. Structured as an interactive journey, Trade Quest fosters the development of essential financial skills such as analytical thinking, risk management, and decision-making. Ideal for students and aspiring investors, it transforms theoretical knowledge into practical exposure, making the world of trading both accessible and enjoyable.

## Key Rules and Regulations:

### Game Setup

- Each participant/team receives virtual capital (e.g., 10,00,000).
- Trading is done using real-time or simulated market data.
- Team must construct a diversified portfolio.
- The game will include three trading sessions.

### Trading Guidelines

- At least 5 different stocks must be held to encourage diversification.

### Evaluation Criteria

- Portfolio value at the end of the game.
- Teams will be evaluated based on portfolio performance using income statement and balance sheet.

### Code of Conduct

- No external paid advisors; decisions must be student-driven.
- Respect deadlines and submission formats.



### Faculty Coordinators

**Dr. Spoorthi Patil**

9008057629

**Prof. Nitesh S V**

9620496535

### Student Coordinators

**Prithviraj**

8147084284

**Asma Parveen**

9035115483

**Date:** 15/05/2026

**Time:** 02:00 PM-05:00 PM

**Venue:**

Doddappa Appa Sabha Mantap

# Campus Trade Fair

Organizer :  
MBA, M.Com & MBA HA  
Faculty of Business Studies  
Doddappa Appa Institute



## HIGHLIGHTS



**SHOPPING STALLS**



**STARTUP & INNOVATION HUB**



**FOOD & FUN ZONE**



**HOUSE OF HORRORS**



**GAMING & DIGITAL EXPERIENCE**



**DJ MIX**

Presented by students of MBA, M.Com & MBA HA, Faculty of Business Studies Formerly Doddappa Appa Institute.

Campus Trade Fair is the Unique and most attended youth Shopping event in SUK.

Not just  
**Shopping & Fun**

— But Everything in-Between —

**For any Enquiry : 9845839939, 9590195678, 9886315658**

**VENUE – Doddappa Appa Institute (MBA Block) & S B CAMPUS GROUND**

# *Market Mavericks*

Organizer :  
**MBA (WOMEN)& BBA (WOMEN)**



In this event, MBA students set up and manage different stalls such as fun games, jewellery, homemade food, cold drinks, snacks, and clothing. Each stall operates like a small business unit, requiring students to plan pricing, promotion, product display, and customer engagement strategies. The “warfare” aspect comes from the intense competition among stalls to attract maximum customers, generate higher sales, and create a strong brand presence within the event space.

Students actively apply marketing concepts such as segmentation, targeting, positioning, sales promotion, and customer relationship management. They experiment with techniques like discounts, bundling offers, creative advertising, and interactive engagement (especially in game stalls) to outperform competitors.

**VENUE – S B CAMPUS GROUND**

# Rangoli

Organizer :  
**Faculty of Languages**  
**Department of English**

## ABOUT

Rangoli is a traditional art event where participants create colorful and creative designs using rangoli powder, flowers, grains, or other decorative materials. The event encourages artistic skills, creativity, cultural expression, and imagination among students. The objective of the event is to promote Indian culture and provide a platform for participants to showcase their talent in traditional and modern rangoli art.



## Key Rules and Regulations:

- Participants must complete the rangoli within the given time (usually 1–2 hours).
- Participants should bring their own materials. Only dry rangoli colors are allowed (no flowers or ready-made stencils, unless permitted).
- Rangoli should be based on the given theme (if any). Otherwise, participants can choose their own design.
- Rangoli must be made within the allotted space and participants should keep their area clean.



### Faculty Coordinators

**Prof. Sunita N**  
9353369689

### Student Coordinators

**Appasab Hachchad**  
9591941277

**Date:** 15/05/2026

**Time:** 10:00 AM-11:30 AM

### Venue:

Lecture hall, Dept. of English,  
Faculty of Languages

# Mehandi

Organizer :  
**Faculty of Languages**  
**Department of Kannada**



## ABOUT

Mehndi is a traditional art event where participants showcase their creativity and design skills through beautiful henna patterns on hands. The event encourages artistic talent, precision, cultural expression, and creativity among students. The objective of the event is to provide a platform for participants to display their mehndi designing skills and promote traditional art and culture.

## Key Rules and Regulations:

- Each participant will be given 90 minutes to complete the design.
- Participants must bring their own mehndi cones and materials.
- Use of ready-made stickers, stencils, or printed designs is not allowed.
- Participants must maintain silence and discipline during the competition.
- No external help or copying from others is allowed.



**Faculty Coordinators**  
**Prof. Jayamala Maka**  
7676747447

**Student Coordinators**  
**Bhavani Dayi**  
8088950023

**Date:** 15/05/2026  
**Time:** 11:30 AM-01:00 PM

• **Venue:**  
Department of Kannada,  
Faculty of Languages

# Social Awareness Reels

Organizer :  
**Faculty of Languages**  
**Department of English**



## ABOUT

Mehndi is a traditional art event where participants showcase their creativity and design skills through beautiful henna patterns on hands. The event encourages artistic talent, precision, cultural expression, and creativity among students. The objective of the event is to provide a platform for participants to display their mehndi designing skills and promote traditional art and culture.



## Key Rules and Regulations:

- The reel must focus on a social awareness topic (e.g., health, environment, education, census awareness, etc.).
- The reel should be 30 to 60 seconds only.
- Content must be original. No copying or using others' videos without permission.
- The message should be clear, respectful, and suitable for all audiences. Avoid offensive or inappropriate content.
- Participants must submit their reel before the deadline in the specified format/platform (e.g., WhatsApp, Google Drive, Instagram link).

**Faculty Coordinators**  
**Prof. Swaroopa M.Y**  
9019754099

**Student Coordinators**  
**Sharanabasappa**  
7676844362  
**Baburao**  
9008125814

**Date:** 15/05/2026  
**Time:** 02:00 PM-04:00 PM

**Venue:**  
Department of English  
Faculty of Languages

# Spot Painting & Mandala Art

Organizer :  
M.A in Visual Art Department

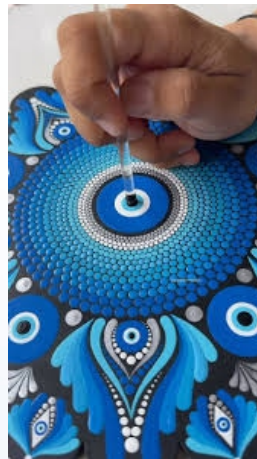


## ABOUT

Spot Painting & Mandala Art is an on-the-spot creative art competition where participants showcase their artistic talent, imagination, and design skills through paintings and mandala patterns within the given time. The event encourages creativity, concentration, innovation, and visual expression among students. The objective of the event is to provide a platform for students to express their ideas artistically and demonstrate their creativity through colors, patterns, and unique designs.

## Key Rules and Regulations:

- One fourth drawing sheet will be provided from the dept and other materials can be brought themselves.
- Duration: 2Hrs.
- Transportation: Has to be self-arranged.
- Valid college identity proof ID is required for verification.
- In-person attendance is mandatory.
- Plagiarism is not allowed.
- Participants will receive a certificate of recognition.



## Spot Painting

**Date:** 15/05/2026  
**Time:** 11:00 AM-01:00 PM

## Mandala Art

**Date:** 15/05/2026  
**Time:** 02:00 PM-04:00 PM

**Faculty Coordinators**  
**Prof. Nijaling Mugali**  
7892532572

**Student Coordinators**  
**Shambhavi Kulkarni**  
8861871080

**Venue:**  
Faculty of Fine Arts, M.A. in Visual Art,  
Sharnbasva University, Kalaburagi.

# Waste to Wear

Organizer :  
**Architecture Department**



## ABOUT

Waste to Wear is a creative and eco-friendly fashion event where participants design unique costumes using recyclable and waste materials and showcase them confidently on the ramp. The event combines creativity, sustainability, fashion, and stage presentation skills while promoting environmental awareness. The objective of the event is to encourage students to transform waste materials into innovative wearable designs and spread the message of recycling and environmental protection through fashion.



## Key Rules and Regulations:

- Participation can be individual or in teams (max. 3–4 members)
- Strong Theme/Concept Requirement and Minimum 80% of the outfit must be made from waste materials using waste materials but not limited to paper, cardboard, plastic bottles, scrap metal, fabric waste, packaging materials, cardboard etc.
- Basic tools (glue, tape, thread, fasteners) are allowed for assembly
- Costumes must be decent and appropriate for a public event
- Presentation/time limit: each team can ramp walk / display (1–2 minutes) and a brief concept explanation (1–2 minutes)
- Competition time : 2 hrs

**Faculty Coordinators**  
**Ar. Farida Tabassum**  
9916975844

**Student Coordinators**  
**Farha Deeba:**  
8217273428

**Date:** 15/05/2026  
**Time:** 02:00 PM-04:00 PM  
•  
**Venue:**  
Architecture Department

# Singing

(Group &  
Solo Performance)

Organizer :  
**B.Tech 1<sup>st</sup> Year Department**



## ABOUT

Singing is a musical talent event where participants showcase their vocal skills, melody, rhythm, and stage confidence through songs of different genres and languages. The event provides a platform for students to express emotions and creativity through music while entertaining the audience. The objective of the event is to encourage musical talent, confidence, artistic expression, and stage performance among students.

## Key Rules and Regulations:

- Team Size: For Group song 4–8 participants entries in each team
- Time Limits: Typically 3 to 5 minutes for solo and 4 to 6 Minutes for group song
- Karaoke/Backing Tracks: Tracks must be submitted in advance (e.g. 30 Minutes) in MP3 form( through pendrive)
- Appropriateness: Lyrics must be suitable for a diverse audience. Vulgarity, obscenity, or explicit language leads to immediate disqualification.
- Theme Constraints: In some cases, songs must not be politically charged or religious, especially in general cultural categories.

### Judging Criteria : Teams are typically judged on:

- Vocal Quality: Pitch accuracy (Sur), tone, control, range, and breath support.
- Expression & Presentation: Ability to convey emotions, connection with the audience, and confidence.
- Stage Presence: Appropriate stage movement and overall persona.
- Finality: The decision of the judges is final and binding in all scenarios.



### Faculty Coordinators

**Prof. Poojalata**  
8951967779

### Student Coordinators

**Bhagyashree**  
**Bhavani**  
**Malavika** 8197172720  
**Pallavi**

**Date:** 15/05/2026

**Time:** 10:00 AM - 1.00 PM

**Venue:**

Doddappa Appa Sabha Mantap

# Dance

(Group & Solo)

Organizer :  
**B.Tech 1<sup>st</sup> Year Department**



## ABOUT

Dance is a vibrant and energetic event where participants showcase their talent, creativity, expressions, and coordination through various dance forms. The event provides a platform for students to express emotions, culture, and entertainment through movement and music. Participants can perform solo, duet, or group dance based on the event category. The objective of the event is to encourage artistic expression, confidence, teamwork, and stage performance among students.

## Key Rules and Regulations:

- Team Size: For Group dance 4-8 participants entries in each team
- Dance Forms : Categories may include Folk/Tribal , Classical, Free Style, Contemporary or Bollywood.
- Time Limits: Performance time is generally 4-8 minutes for group Dance and 3-5 minutes for Solo Dance
- Music Submission: Audio tracks must be submitted in advance to the technical team (one hour before).
- Stage Decorum: No liquid, gel, glitter, or powders that damage the floor are allowed.
- Vulgarity Check: Must avoid any form of obscenity in gestures, costumes, or music
- Props: Use of fire, water, or hazardous materials is prohibited.
- Reporting: Participants must report 30 minutes before the event starts.
- Judgement Criteria: Teams are typically judged on:
  - Criteria: Judging is based on Rhythm, Formation, Synchronization, Expressions, Costumes, Makeup, and Overall Effect.
  - Finality: The decision of the judges is final and binding on all participants.
  - **Green room will be provided.**



### Faculty Coordinators

**Dr. Vishal Patil**

9008083132

**Prof. Neha B**

6361282605

### Student Coordinators

**Akshata** 8050531566

**Chaitanya** 8310241319

**Vinod** 9448359873

**Basavalinga** 8618863318

**Date:** 16/05/2026

**Time:** 10:30 AM - 01.00 PM

• **Venue:**

University Play Ground

# Ramp Walk

(Group & Solo)

Organizer :  
**B.Tech 1<sup>st</sup> Year Department**



## ABOUT

Ramp Walk is a fashion and personality-based event where participants showcase their confidence, style, creativity, and stage presence while walking on the ramp. The event provides a platform for students to express themselves through fashion, attitude, and presentation skills. Participants may perform individually or in groups based on the event format. The objective of the event is to encourage self-confidence, teamwork, creativity, and presentation skills while providing entertainment to the audience.

## Key Rules and Regulations:

- **Team Size:** For Group Ramp Walk 4–8 participants entries in each team
- **Theme Adherence:** Participants must adhere to a specific for example (any traditional attire, Cultural Related Attire /Mythological Attire / Indowestern theme/Retro Theme)
- **Time Limits:** Performances are strictly timed, typically ranging between 3 to 5 minutes for solo and 5 to 6 minutes for group shows.
- **No Vulgarity:** Obscene gestures, explicit clothing, or indecent exposure are strictly prohibited
- **Dress Code:** Clothing must be appropriate for a campus environment, often with restrictions on overly revealing attire.
- **Props and Costumes:** Teams are responsible for bringing their own costumes and props. Props must be safe, non-obstructive, and portable.

### Judgement Criteria: Teams are typically judged on:

- Creativity and originality of costumes.
- Confidence, attitude, and walking style.
- Theme interpretation.
- Choreography and use of the ramp
- Finality: The decision of the judges is final and binding in all scenarios.
- **Green room will be provided.**



**Faculty Coordinators**  
**Prof Shruti Houde**  
7019161949

**Student Coordinators**  
**Preeti** 9945753122  
**Sanjana** 9632664586  
**Vaishnavi** 9980985653  
**Bhagya** 8799931903

**Date:** 16/05/2026  
**Time:** 8:30 AM - 10.00 AM

**Venue:**  
University Play Ground

# Standup Comedy

Organizer :  
**B.Tech 1<sup>st</sup> Year Department**



## ABOUT

Stand-up comedy is a fun-filled entertainment event where participants perform humorous acts, jokes, observations, or real-life experiences in front of the audience. The event encourages creativity, confidence, communication skills, timing, and stage presence. Participants can present comedy based on student life, engineering experiences, social media trends, daily situations, family, friendship, technology, or any light-hearted topic suitable for the audience. The objective of the event is to entertain the audience through clean and creative humor while promoting confidence and public speaking skills among students.

## Key Rules and Regulations:

- Content Restrictions ("Clean Comedy" Rules)
- No Vulgarity or Profanity: Performances must be "clean," free from cuss words, vulgarity, and dual-meaning jokes.
- No Obscene Language: Use of un-parliamentary, obscene, or abusive language often leads to immediate disqualification.
- Respectful Subject Matter: Content must not hurt the sentiments of any religion, caste, race, political party, or individual.
- Family-Friendly Content: Jokes should be suitable for a general university audience.
- Strict Time Constraints: Participants are usually given a 4-5 mins per performance.
- No Reading: Performers are expected to deliver naturally rather than reading from a script.
- Individual Event: Generally, these are solo competitions, prohibiting teams.
- Reporting: Participants must report 30 minutes before the event starts.

### Judging Criteria :Teams are typically judged on:

- Content & Originality: Creativity in writing and storytelling.
- Comic Timing & Delivery: Pacing, rhythm, and flow.
- Audience Connection/Response: Ability to engage the crowd and get laughs.
- Overall Presentation: Stage presence, voice modulation, and confidence.
- Judges' Decision: The decision of the judges is final and binding in all cases.

### Faculty Coordinators

**Dr Shweta Patil**  
9535458428

### Student Coordinators

**Mallikarjun**  
8217638131

**Date:** 16/05/2026

**Time:** 12:30 PM

•  
**Venue:**

University Play Ground

# EVENT

## General Guidelines



### General Guidelines

- Participants must register before the deadline.
- Participants should carry Id card of their institution
- The decision of the judging panel will be final and binding
- The organizers reserve the right to disqualify any participant for misconduct or for not adhering to the rules.
- The organizers reserve the right to reschedule, modify prize money or cancel any event due to technical reasons or insufficient participation.
- The organizers will not be responsible for any loss or damage to participants personal belongings.
- Once registered for an event, it cannot be cancelled or transferred to any other event under any circumstances.

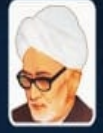
Centenary Celebrated Sharnbasveshwar Vidya Vardhaka Sangha's



ಶರಣಬಸವ  
SHARNBASVA



ವಿಶ್ವವಿದ್ಯಾಲಯ  
UNIVERSITY



# Inanothsava-2026

TECHNO - CULTURAL FEST

# ಇನಾನ್ಯತೆ



*Aishwarya Rangarajan*  
Live in Concert

15th May | Kalaburagi



XPULSE

ಶರಣಭವನ ವಿಶ್ವವಿದ್ಯಾಲಯ

Sharnbasva University

